

SEGA FIGHTERS

Mortal Kombat 2

(Mega Drive, Game Gear, Master System)

Super Streetfighter 2

Ballz

Streets of Rage 3

Shaq Fu

INSIDE!
MASSIVE and
EXCLUSIVE
Mortal Kombat
2 poster

Strategies

Cheats

Combos

Special Moves

Fatalities

Codes

from the makers of
**SEGA
POWER**

- Coin-op tips • Primal Rage •
- Virtua Fighters •
- Super Streetfighter Turbo •

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MORTAL KOMBAT 2

Mega Drive Kung Lao

The lethal guide to all the special moves, fatalities, babalities and friendship moves...

Key to abbreviations

F – Fowards
B – Back
U – Up
D – Down
DF – Down fowards
DB – Down back
HP – High Punch
LP – Low Punch
HK – High Kick
LK – Low Kick

Don't forget! For the friendships and babalities to work you should get through the winning round of the match without using any punches. Pit fatalities can be done on the "Pit 2" or "Kombat Tomb" backgrounds. You need to be close to your opponent for them to work.

Liu Kang

Bike Kick: Hold LK for three seconds and release
Flying Kick: F, HK

High Fireball: F, F, HK (can also be carried out in mid-air)

Low Fireball: F, F, LP

Dragon Fatality: Move in for the kill, then press D, F, B, B, HK

Uppercut Fatality: Make sure you're in sweeping distance then Block and rotate the D-pad 360° away

Pit/Spike Fatality: B, F, F, LK

Friendship: F, B, B, B, LK

Babality: D, D, F, B, LK



Head Butt: HP in close
Hat Throw: B, F, LP (you can then steer the hat for better targeting)

The Spin: Block and press U, U. Then release Block, LK. To spin, keep tapping LK

Flying Kick: Jump and press D + HK

Hat Chop Fatality: Get within sweeping distance then hold down Block and press F, F, F, release Block then press LK

Hat Decapitation: Get as far away as possible from your opponent then press LP + B, F, release LP then steer the hat towards your opponent's head. Nice!

Pit/Spike fatality: F, F, F, HP

Friendship: B, B, B, D, HK

Babality: B, B, F, F, HK

Johnny Cage

Low Fireball: D, DF, F and LP

High Fireball: D, DB, B and HP

Shadow Kick: B, F, LK

Shadow Uppercut: B, D, DB, B and HP

Nut Breaker: Block and LP

Ripped Torso Fatality: Get in close and press F, F, D, U

Pit/Spike Fatality: D, D, D, HK

Friendship: D, D, D, D, HK

Babality: B, B, B, HK

Reptile

Acid Spit: F, F, HP

Power Ball: B, B, HP and LP

Invisibility: Block and press U, U, D, HP. Repeat this sequence to reappear

Slide: Hold B and LP and

BLOCK and LK

Eating your opponent's head fatality:

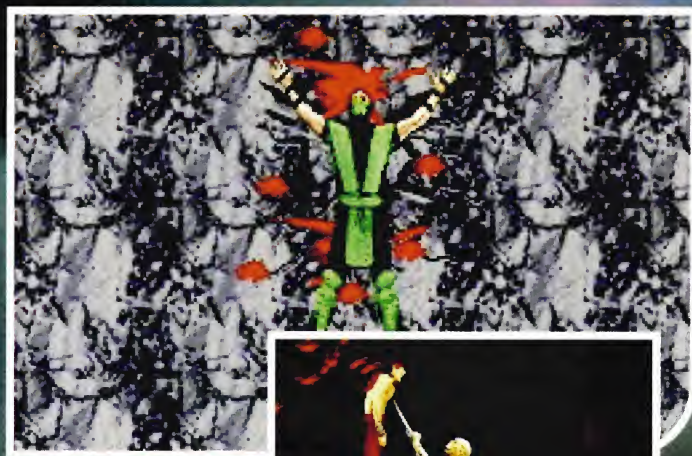
Make sure you're one distance away from your opponent and press B, B, D, LP. Mmm, lovely!

Invisible Chop: Become invisible, then get in close and press F, F, D, HK

Pit/Spike Fatality: D, F, F, BLOCK

Friendship: B, B, D, LK

Babality: D, B, B, LK



Sub-Zero

Ground Freeze: D, DB, B + LK

Icey Blast: D, DF, F + LP

Slide: Hold B + LP + Block + LK

Freeze and Smash Fatality: F, F, D, HK, then up close: F, D, F, F, HP

Snowball: Get as far away from your opponent as possible (a screen away) then hold LP + B, B, D, F, then release LP

Pit/Spike Fatality: D, F, F, Block

Friendship: B, B, D, HK

Babality: D, B, B, HK



Scorpion – Hold Block and U, U

Reptile – U, D, HP

Baraka – D, D, LK

Sub Zero – F, D, F, HP

Kitana – Block, Block, Block

Mileena – Hold HP for three seconds, then release

Jax – D, F, B, HK

Fatality 1: Hold HK for three seconds and let go (make sure you're just inside sweeping distance for this move)

Soul Drain Fatality: (up close) Hold Block and U, D, U, LK

Kintaro Fatality: Make sure you're just inside sweeping distance, then hold LP for 30 seconds and release

Pit/Spikes Fatality: Hold Block and D, D, U, D

Friendship: B, B, D, F, HK

Babality: B, F, D, HK

Kitana

Fan Lift: B, B, B, HP

Fan Throw: F, F, HP + LP (also possible in mid-air)

Flying Punch: F, DF, D, DB, B + HP

Fan Swipe: B + HP

Kissy-kissy: Get in close and hold LK + F, F, D, F, then release LK

Fan decapitation: Up close again and Block, Block, Block and HK

Pit/Spikes Fatality: F, D, F, HK

Friendship: Hold Block + D, D, D, U, LK

Babality: D, D, D, LK

Shang Tsung

Single Fireball: B, B, HP

Double Fireball: F, B, B, HP

Triple Fireball: F, F, B, B, HP

The Many Faces of Shang Tsung:

Liu Kang – B, B, F, F, Block

Kung Lau – B, D, B, HK

Johnny Cage – B, B, D, LP

Raiden – D, B, F, LK



CHEATS

To access the cheat mode, go to the 'Options' screen, select 'Done', then press: Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. A new Test Modes option will appear where you have access to all sorts of cheats including a level select, one-hit deaths and infinite energy.

By the way, art fans, once you're in cheat mode, the Toasty character will be turned into a piccie drawn by one of the programmer's nephews. Nice one!

Extra Raiden move – The Fergality

First access the cheat mode and set the game to Background 6 and 'Ooh, Nasty!'. To get to Raiden's extra Fatality, you must fight using only kicks, then finish your opponent by pressing Back, Back, Back, Block. Prepare to turn your opponent into Fergus from Probe Software. Not bad.

ACTION REPLAY

FFB6230078 Unlimited energy
— player one
FFB7130078 Unlimited energy
— player two
FFF4570015 Unlimited credits
FFAB960099 Infinite time
FFAAC1000X Background
select (change X
for a different
scene)
FFAABF000X Stage select (as
above)
FFEEA40099 Player one has
99 wins
FFEEA60099 Player two has
99 wins
FFF0250011 Always displays
fatality message
00661A5555 Unlimited time to
do a fatality
FFEEA90000 Player 1 needs
infinite number
of rounds to win
FFF45600XX Number of cred-
its (Replace XX
with 00-99)

Friendship: B, B,
D, HK
Babality: D, B,
B, HK

Jax

Fireball: D, DB, B
+ HK
Floor Punch: Hold LK
for three seconds and release
Grab: F, F, LP (keep tapping for up to
five hits)
Body slam: Throw with F + LP and
keep tapping HP
Backbreaker: Block in mid-air
Stun: HP at close range
Head Mash Fatality: Get close and
hold LP + F, F, F, then release LP
Arm Fatality: Get just inside sweep
range and press Block four times,
then LP
Pit/Spikes Fatality: Hold Block and U,
U, D, LK
Friendship: Hold Block and press D, D,
U, U, LK
Babality: Hold Block and press D, U, D,
U, LK



Pit/Spikes Fatality: Hold Block
and U, U, U, HP
Friendship: D, B, F, HK
Babality: Hold down Block + D,
D, U, HK

• For extra gore, you can make
your opponent slide off the spikes in the
Kombat Tomb by pressing Down on
both controllers.

Baraka

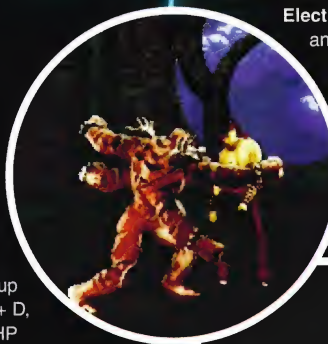
Fireball: D, DB, B + HP
Chopping Blades: B, B, B, LP
Blade Swipe: B + HP
Decapitation Fatality: In close B, B, B,
B, HP while jumping towards or
blocking
Spike Fatality: In close
and press B, F, D, F,
LP
Pit/Spikes Fatality:
F, F, D, HK
Friendship: Hold
Block + U, F, F, HK
Babality: F, F, F,
HK



Raiden

Electric Fireball: D, DF, F + LP
Teleport: D, U
Electrocute: Hold HP for five seconds
and release

Electric Fatality: In close
and then hold LK for five
seconds. Release and
then keep tapping
Block + LK
Uppercut
Explosion Fatality:
Move in and hold
HP for eight sec-
onds and release



Mileena

Sia Fireball: Hold HP for three seconds
and release
Teleport Kick: F, F, LK
Floor Roll: B, B, D, HK
Sia Fatality: Get in close and press F,
B, F, LP
Bone Spit Fatality: Again move in
close and hold HK for three seconds
and release
Pit/Spikes Fatality: F, D, F, LK
Friendship: Hold Block + D, D, D,
U, HK
Babality: D, D, D, HK

Scorpion

Spear: F, B, LP
Leg Grab: F, DF, D,
DB, B + LK
Teleport: D, DB, B
+ HP
Throw in mid-air:
Block in mid-air
Spear Death
Fatality: Hold Block
+ D, D, U, U, HP
Spear Fatality: Get up
close and press HP + D,
F, F, F then release HP
Pit/Spike Fatality: D, F, F, Block



SECRET CHARACTERS

Smoke

If you want to try your luck
with the grey ninja one,
go to the Portal Stage.
Do an uppercut on
your opponent to
make Dan "Toasty"
Forden appear.
Press Start and
Down. The first to
do so will be the one
to take him on. The
more Uppercuts you
use, the more likely Toasty
is to appear.

Jade

Jade is a green ninja, a bit like Kitana
but twice as fast. To meet her, you have
to win one round on the stage before
'?', using only Low Kicks. You can reach
her on any round of the stage.

nooB saiboT

You need to win 25 matches in a row to
meet him. Manage that and you'll be
transported to Goro's Lair where you'll
"Feel the power of... TOASTY!".

ACTION REPLAY 2

DEADC0DE00
0064CA0500
41F900A100
03421031FC
0001F02A10
1008000005
66F010BC00
40E2080200
00081210E6
4902010007
804111C0EF
D74EF864D0

These 'Deadcodes' should be
entered in the order they appear
here. Other codes can be added,
but they must go before or after
these. When the Action Replay's
activated, player one has the
ability to select a different char-
acter at the end of each round —
this includes playing against
another player and the computer.

To use the Deadcodes, start
the game as normal and activate
the Action Replay 2, and as soon
as one player has won, the game
will freeze before the finishing
move is completed. Using player
one's controller, select a player
from the following list. Then,
while holding these keys down,
press Start. You can play the
hidden characters with this cheat,
but they have a habit of crashing
when you try to use any of their
special moves.

A+B+C	Kung Lao
A+C+R	Liu Kang
A+C	Cage
A+B+R	Baraka
A+B	Kitana
A+R	Mileena
A	Shang Tsung
B+C+R	Rayden
B+C	Sub Zero
C+R	Reptile
C	Scorpion
B+R	Jax
B	Kintaro (crashes)
R	Sha Kahn (crashes)
None	Smoke (crashes)

FRIENDSHIP



MORTAL KOMBAT 2

Game Gear and Master System

Deadly moves!

Scorpion

Spear: Hold down 1 for three seconds, then let go

Teleport: (Can also be done in mid-air) D, B, 1

Trip-up: D, B, 2

Throw in mid-air: Press Start when close to your opponent

Deadly Breath Fatality: Hold down Start and U, U, 1

Kitana

Fan Throw: F, F, 1 + 2 (also possible to do this one in mid-air)

Fan Lift: B, B, B, 1

Flying Punch: F, B, 1

Fan Swipe: B + 1

Explosive Kiss: Move in for the kill and hold down Start, F, F, F, 2

Reptile

Acid gob: F, F, 1

Ball thing: B, B, 1 + 2

Invisibility: Hold Start + U, U, D, 1

Slide: B + 1 + 2

Tasty meal fatality: Get a jump away and then B, B, D, 1

Shang Tsung

Fireball: B, B, 1

Double: F, B, B, 1

Triple: F, F, B, B, 1

Fatality: Move in close and hold Start + U, D, U, 1

The Many Guises of Shang Tsung

Hold 2 for two seconds, release, then press as follows...

Liu Kang – Left

Sub Zero – Right

Jax – Down-Right

Scorpion – Down-Left

Mileena – Up

Reptile – Up-Left

Kitana – Down

Liu Kang

Fireball: F, F, 1 (can be done in mid-air as well)

Low Fireball: F, F, D, 1

Flying Kick: F, F, 2

Bike Kick: Hold 2 for three seconds and release

Dragon Fatality: Get in close and D, F, B, B, 2

Sub Zero

Ice Blast: D, F, 1

Ground Freeze: D, B, 2



Slide: B + 1 + 2

Freeze Fatality: Get about two character lengths away from your opponent and press F, F, D, 2 then move in close for the smash and press F, D, F, 1

Mileena

Sia: Hold 1 for three seconds, then release

Teleport: F, F, 2

Roll: B, B, D, 2

Bone Fatality: Move in close and press F, B, F, 2

Jax

Fireball: D, B, 2

Floor Brawl: Hold 2 for four seconds and release

Grab: F, F, 1 (Keep tapping 1 for additional hits)

Slam: Throw and keep tapping 1

Stun: Get in close and press 1

Backbreaker: Press Start in the air

Slam Fatality: Get in close and F, F, 1. Keep tapping 1 until everything's been blown up!

STREETS OF RAGE 3

Mega Drive Stage select

Choice cheats!

When the Menu/Select screen appears, press and hold B then press Up. Hold both buttons then press Start. If you did it properly you'll hear a chime and a stage select will appear.

Play as roo

At the title screen press Up and B together, then press Start. You can now choose Roo on the Select Player screen.



Play as Shiva

To play as Shiva, you have to reach the end of Stage 1 where you must beat Shiva. When you've done this, quickly press and hold B until the next stage begins. When you die, the game will ask if you want to continue. Select Yes and you'll get the chance to play as Shiva.

Start with nine lives

Go to the options screen and press

ACTION REPLAY

FFFB05000X
FFFB03000X
FF88E20049

FF88500059

Level select
Act select
Infinite time
for level 6
Infinite time
for the final
boss

Start. Select the players option. Now plug in a second controller and simultaneously press A, B and C while pushing Up. Now use control pad one to select the number of lives up to nine.



SHAQ FU



Mega Drive The secret moves

Shaq

He's a bit of short-range specialist, is our Shaq – a conventional fighter who doesn't have to rely too much on magic to do in his opponents.

Shaq-urikin: F-B-F and A
Inferno Kick: D-F and C

Kaori

This character is at his best when fighting at mid-range. Agile and fast with some interesting magic.

Energy bomb: B-D-F and B

BRUTAL Paws of Fury

Mega CD

You can now 'be' the crocodile character by going to the title screen and pressing Up, Down, A, B, C, B, A, Down, Up. Wahey! Karate Croc capers aplenty.



at opponents from a distance.

Time Vault: F-B-D and A

This can immobilize his opponents for a time.

Eno Blast: D-B-F and C

Eno Flip: D-B and C

Mephis

Equipped with some powerful magic. Erm, because he's a trainee sorcerer.

Lightning Arc: F-D-B and C

Lightning Jaws: D-F and B

Burning Touch: D-B and B



Cyclone: D-B and C

Cat's Claw: D-B and B

Beast

He might be slower than the rest of the characters, but he can throw fire and inflict much heavier damage.

Spitfire: D-F and B

Sonic Roar: F-D-B-F and C

Thermal Blast: D-B and B

Sett

Even more powerful than the Beast with the most powerful magic of any of the characters.

Mummy Wrap: F-D-B and B

Wedge Charge: F-D-F and A

Cosmic Missile: D-B and C

Nezu

He's not so good at close quarters, so make the most of his energy attacks to get



Colonel

Technological weaponry gives him the edge.

Heavy Metal:

D-B-F and B

Bionic Burst:

D-F and B

Leotsu

Ancient and very wise with carefully aimed strikes

that inflict a lot of damage.

Blast Kai: D-B-F and B

Bo Kai: D-F and C

Voodoo

Guess what? She depends on her voodoo powers to see off her opponents without even laying her fingers on them.

Hence the name, obviously.

Eagle Claw: B-D-F and B

Earthquake: F-D-F and A

Wolf charge: Use the wolf move towards your opponent and then hold down A

Diesel

This barroom brawler packs a punch. Surprisingly agile for one who's spent much of his past boozing it up in bars.

Crate Crusher: B-D-B and B

Dockside Dagger: B-F and B

Rajah

Deadly master of sharp things. A true slice and dice merchant, he's not the sort of bloke you'd want to meet in a dark alley when you're not wearing your running shoes.

Thunder Clap: F-D-F and B

Sword Shockwave: B-D-B and B

Aurok

Brutal strength and – hey – raw power are his characteristics.

Spiked Cannonball: Jump and B

Boomerang: B-F and B

Ball and

Pain: F-

D-B

and C



General tips

All of the characters have the following moves in common:

Air Kicks: C, B
Air Punches: C, A
Right Shifty: L + B + C
Left Shifty: L + B + C
Rude Gesture/Taunt: A + B + C
Groveling: Dn, Dn, Dn, Dn
Roll Runner: Dn + A

• To make it easier to defeat the bosses, taunt them between the pummeling. This will strengthen any hits afterwards. Also, if you need an energy boost it's worth doing a bit of groveling.

Mega Drive



Boomer

Telescoping Arms: Dn + A + B
Self Destruct (up close): R, D, L, Up, A
Head Lob: Aw, Tw, A
Head Bowl: Aw, Tw, B
Power Kick: Tw, Tw, B
Dive: Dn, Up + C
Jack-In-The-Box Bounce: Up + A
Right Handstand Kick: R, R, B
Left Handstand Kick: L, L, B
Boomer Morph: R, L, A + C

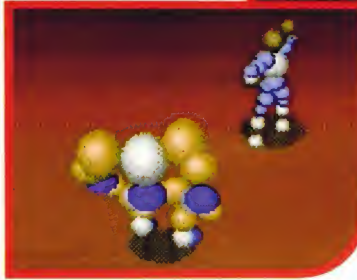


BALLZ

No more Ballz-ups...

Divine

Opera Yodel: Dn, Dn, Up
Whirlwind: Aw, Up, Tw
Ducking Uppercut: Dn, Tw, A
Fake Dizzy: Dn, Dn, Aw
Bump & Grind: Tw, Aw, Tw, Aw
Knee the Goolies: D, D, Tw
Nut Crunch: B up close
Lunge Kick: Up, Up, B
Divine Morph: Up, L, A + C



Tsunami

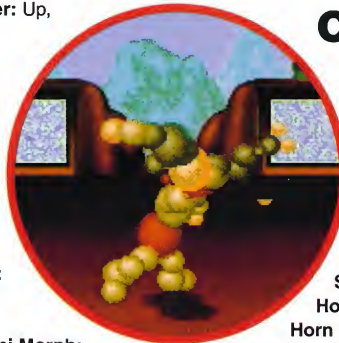
Wind Up Kick: Tw, Aw, B
Wind Up Kick: Tw, Aw, A
Meditating Floater: Up, Up, C
Sumo Splat: C, A + B
Karate Hack: Up, Tw, A
Lard Charge: Tw, Tw, Tw
Flying Somersault
Kick: Aw, Aw, C
Swinging Tosser:

B when close

Tsunami Morph: L, R, A + C

Turbo

Flying Arrah: C, Dn, Dn
Head Pound: Up, Tw, A
Hover Bover: C, B + C
Flipping Kick: Tw, Tw, Tw
Spinning Pile Driver: C, A + B when close in mid-air



'Avesummathat: Tw, Tw + A
Overhead Punt: B up close
Rising Punch: Dn + A + B
Turbo Morph: R, R, A + C
Rude Gesture: Aw, Tw, Up + A or A + B + C

Crusher

Wind Up Punch: Aw, Aw, A
Wind Up Kick: Aw, Aw, B
Underhand Horn Blower: Aw, Tw, A
Major Tosser: B up close
Stomp: Up, Tw, B
Horn Chuck: Aw, Up, A
Horn Lunge: Tw, Tw, A
Rumble Charge: Up, Dn, Up
Jumping Headbutt: L, Dn, A
OTT Slammer: Up, Dn, A
Crusher Morph: Dn, R, A + C

Kronk

Tee Off: B when close
Harm & Ride: C then land on opponent



Goolie Casserole: Dn, Dn, A
Snot Lob: Aw, Up, A
Flying Phlegm: Aw, Tw, A
Fencing Lunge: Tw, Tw, A
Bone Sweep: Dn + A + B
Uppercut Pummel: Up, Up
Overhead Pummel: Up, A
Duck, Dive & Roll: Tw, Tw, Tw
Flying Down Spear: C, Dn, Dn
Kronk Morph: L, L, A + C

Yoko

Back Flip: Up, B
Forward Roll: Tw, Tw, Tw
Spin Attack: Tw, Up, Up
Pole Swing: R, R, Up or L, L, Up
Pulling Legs: Dn, B
Stun Fart: Aw, Aw, Aw
Virtual Vine Swing: C, Up, Up
Swing Punch: A (in swing)
Swing Kick: B (in swing)
Swing Around Hit: L, L, B or R, R, B
Chimp Spin: B when close
Hit and Ride: C then land on opponent
Yoko Morph: Up, R, A + C





SUPER STREETFIGHTER 2

Advanced Combos and tactics

Key thing

LK: Light Kick
MK: Medium Kick
HK: Hard Kick
LP: Light Punch
MP: Medium Punch
HP: Hard Punch:

Anything which has a C before it, means that you should do that move while crouching down. If it has JD before it, this means that it is a 'jumping deep' version of the move - late and overlapped, kind of thing.

Ryu

3-Hit
JDHK, MK, LP Dragon Punch
3-Hit 2
JDHP, HP, HP Red Fireball (or Hurricane Kick)

Ken

3-5 Hit
JDHK, HP, HP Dragon Punch
4-6 Hit
JDHP, LP, HK Hurricane Kick

Chun Li

3-Hit
CMK, MP, HP
3-Hit 2
JHP, HP, Lightning Kick (tap kick as you carry out the hard punch)

Guile

4-Hit
JDHP (while charging down), CLP, push Up and HP, immediately complete the



Flash Kick and then hit HK
5-Hit
Get in close while charging back, CLP into a Sonic Boom, charge back and CMP into a Flash Kick to finish

Blanka

3-Hit
JDHP, MP head-butt, followed by the HP Cannonball Roll
3-Hit 2
JDHP (while you are charging back), MP Headbutt, HK Beast Roll

M. Bison

3-Hit
JDHP (while charging back), MP, HK Scissor kick
4-Hit
JDHK, CLP, CLP, HP

Sagat

3-Hit
JDHP, HK, HP Tiger Uppercut

Vega

3-Hit
JHK, CMK, CHK
4-6 Hit
JDHP (while charging back), CLP, followed by a Ground Roll

Balrog

3-Hit
JDHP (while charging back), MP, followed by Dashing Uppercut
5-Hit
JDHK (charging back), LP, LP, LP, Dashing Uppercut

Fei Long

4-Hit
JDHP, HP, Rising HK Dragon
5-Hit
JDHP, HP, followed by three 'Rekka Kens'

Zangief

3-Hit
JDHP, CLP, Spinning Clothesline
5-7 Hit
JDHP, CLP x 4 or 5, CHK

T. Hawk

4-Hit
JDHP, CLP, CLP (start off the Storm Hammer move), Storm Hammer
5-Hit
JDHP, CLP, MK, HP Thunderstrike

E. Honda

3-Hit
JDHK (while charging back), stay charging and MK, HP Headbutt



CHEAT

First choose the Vs Mode. Then select your character with joypad 1 and your opponent's with pad 2. Next choose the country, then press and hold Start until an option screen appears. From here you'll be able to get the computer to take control of player 2, while you control player 1. If you want to make your opponent tougher, add some more handi-cap stars with joypad 2.

Dhalsim

2-Hit
LP, Yoga Fire or Flame
3-Hit
CLK, LP, Yoga Fire or Flame



ACTION REPLAY

003BE6602E Use this code before using any other Action Replay codes

FF97EB000 Start fighting before you are told to fight

FF80C10000 Special moves in mid-air for player one

FF858B000X Fight the same opponent throughout the game (player one). O-F

FF803D0090 Unlimited energy for player one.

FF80C20001 Player one in flames when hit

FF80750001 Turbo speed for player one

FF80B40000 Every special move has fire-balls for player one

FF801B0000 Player one's character is speeded up

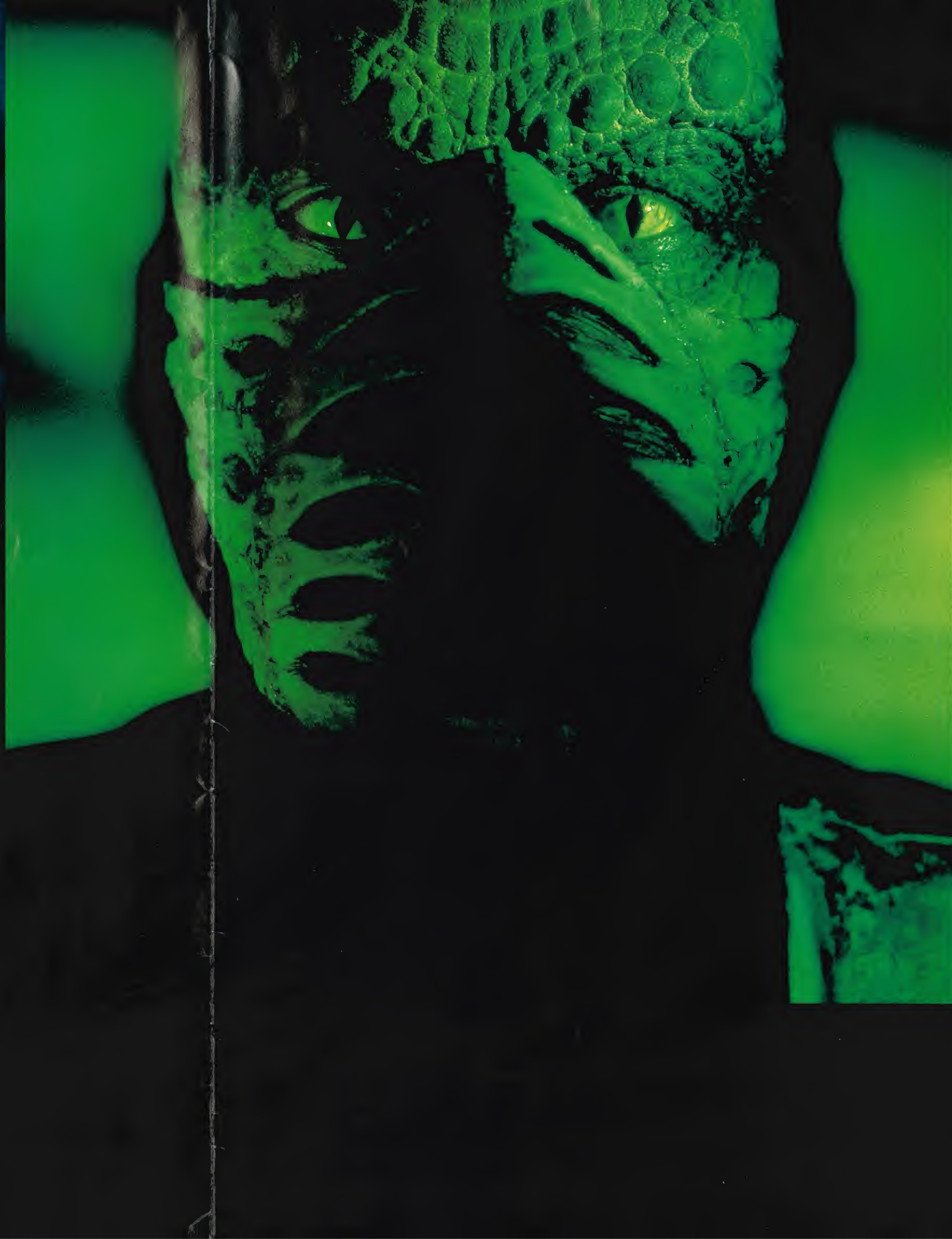
FF803E0011 Weird special moves for player one

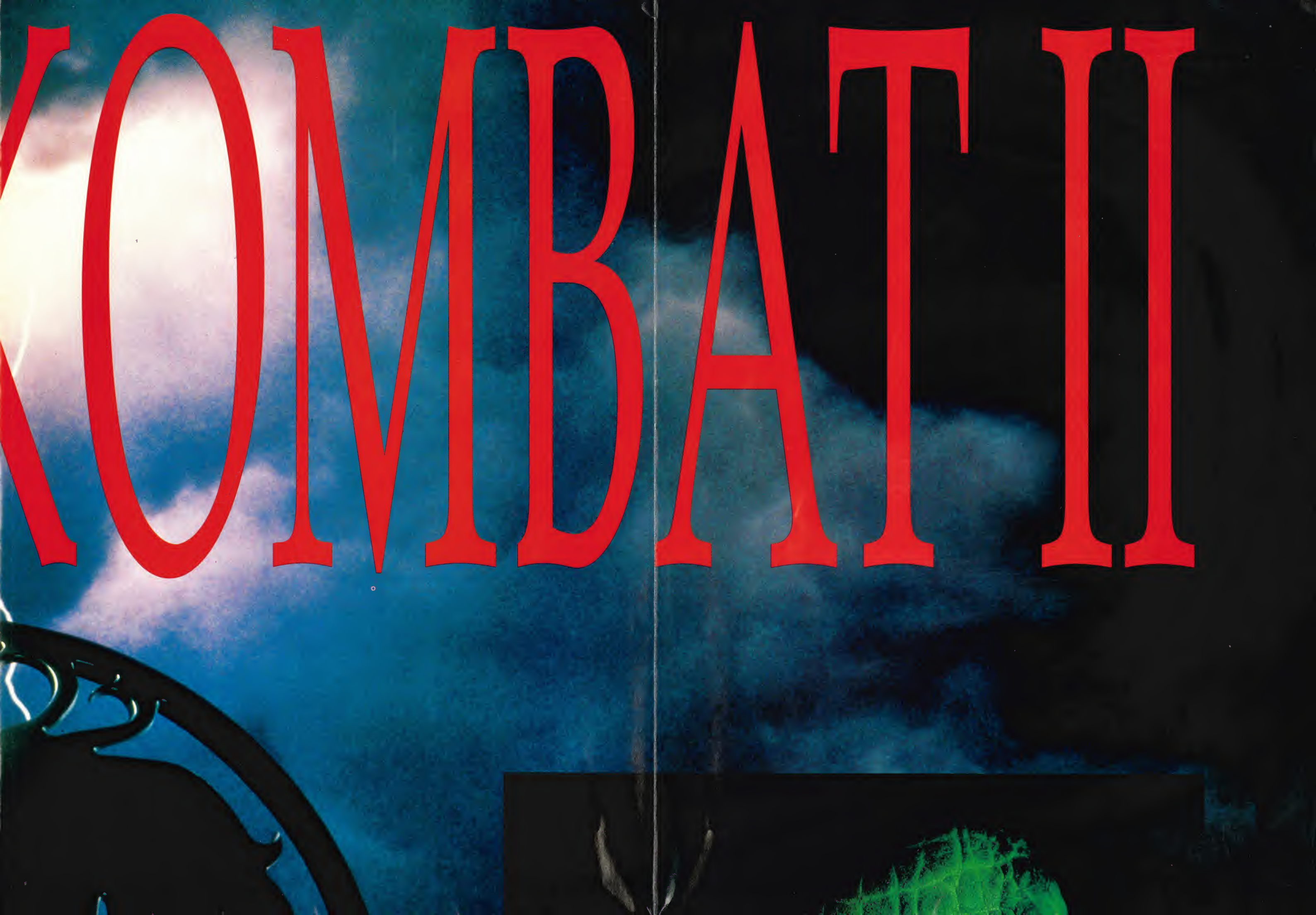
FF80400011 Low jumps and special moves for player one



MORTAL K



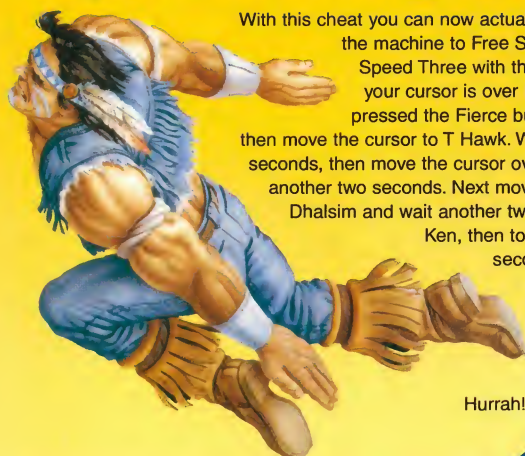




COMBAT II

Make your cash go a bit further down the arcade...

Super Streetfighter Turbo



With this cheat you can now actually 'be' Akuma. First set the machine to Free Speed Select. Select Speed Three with the Fierce button while your cursor is over Ryu. Once you've pressed the Fierce button, wait two seconds, then move the cursor to T Hawk. Wait another two seconds, then move the cursor over Guile and wait another two seconds. Next move to Cammy via Dhalsim and wait another two seconds. Move to Ken, then to Ryu and wait two more seconds. Press all three punch buttons and the Start button simultaneously. When you start, you'll be playing as Akuma.

Hurrah!



Virtua Fighters

Tournament-winning strategies

- Try not to jump around, as jumps are slow and leave you vulnerable to attack.
- If you knock over your opponent, hurt them a bit more while they're still lying helpless by pressing Up or Punch from a distance, or by using Down-Toward and Punch close-up.
- And if you're unfortunate enough to be the one on the ground, shake the joystick to get up quickly and roll away. Try different combos to attack while you're getting up too.
- A cunning ploy is to wait for your opponent to

fluff up a move and then counter it. There's nothing more effective than catching someone off their guard.

Oh yeah... and if you've chosen to play as Akira, try this Shoulder Thrust special move. Timed correctly, it's possible to destroy 99% of your opponent's energy with this: Push the joystick Away, then Towards x 2 quickly. As you punch Towards for the second time, press the Punch and Kick buttons together.

Primal Rage

Special Attacks

Sauron

Cranium Crusher: High quick + Low fierce, Down, Up
Primal Scream: High quick + Low quick, Down, Up

Talon

Face Ripper: High fierce + Low fierce, Down, Toward
Brain Basher: High fierce + Low quick, Away, Up-Away, Up, Up-Toward, Toward

Armadon

Hornication: High quick + High fierce + Low quick, Down, Toward, Up
Bed o' Nails: High fierce + Low quick, Down, Up

Chaos

Battering Ram: Toward, Toward
Grab and Throw: High fierce + Low fierce, Toward, Away

Vertigo

Scorpion Sting: High fierce + Low quick, Toward, Toward
Voodoo: High fierce + Low quick, Away x 2

Blizzard

Mega Punch: High fierce + Low fierce, Away, Toward
Ice Geyser: High quick + Low fierce, Down, Up

Diablo

Hot foot: High fierce + Low fierce, Up-Away, Down-Away, Down-Toward
Torch: High quick + Low quick, Up, Up-Toward, Toward

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